

AMENDMENTSIn the Claims

Claim 15 was previously canceled.

Please amend claims 1, 3-7, 9, 14, 16, 26, 31, 36-38, 49, 61-62, 64, and 69 as shown herein.

Claims 1-14 and 16-69 are pending and listed following:

1. (currently amended) A method, comprising:  
receiving audio content from one or more sources;  
providing an audio content component for each source of audio content,  
each audio content component generating event instructions from the received audio content;  
processing the event instructions to produce audio instructions;  
providing ~~one or more~~ audio rendition managers, ~~each audio rendition manager corresponding that each correspond~~ to an audio rendition; and  
routing the audio instructions to the ~~one or more~~ audio rendition managers,  
~~wherein the audio rendition managers that~~ process the audio instructions to render the corresponding audio renditions.

2. (original) A method as recited in claim 1, wherein each audio content component is a component object having an interface that is callable by a software component, the software component directing said generating the event instructions.

1           3.     (currently amended)     A method as recited in claim 1, wherein  
2 each audio rendition manager is a component object having an interface that is  
3 callable by a software component, the software component performing said  
4 routing the audio instructions to the ~~one or more~~ audio rendition managers.

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6           4.     (currently amended)     A method as recited in claim 1, further  
7 comprising providing a software component, wherein each audio content  
8 component is a component object having an interface that is callable by the  
9 software component, the software component directing said generating the event  
10 instructions, and wherein each audio rendition manager is a component object  
11 having an interface that is callable by the software component, the software  
12 component performing said routing the audio instructions to the ~~one or more~~ audio  
13 rendition managers.

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15           5.     (currently amended)     A method as recited in claim 1, further  
16 comprising providing a performance manager that performs said providing an  
17 audio content component for each source of audio content, and performs said  
18 providing the ~~one or more~~ audio rendition managers that each correspond to an  
19 audio rendition.  
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1           6.    (currently amended)    A method as recited in claim 1, the  
2 method further comprising providing a performance manager as a component  
3 object that performs said providing an audio content component for each source of  
4 audio content, and performs said providing the ~~one or more~~ audio rendition  
5 managers.

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7           7.    (currently amended)    A method as recited in claim 1, further  
8 comprising providing a performance manager as a component object, wherein  
9 each audio content component is a component object having an interface that is  
10 callable by the performance manager, the performance manager directing said  
11 generating the event instructions, and wherein each audio rendition manager is a  
12 component object having an interface that is callable by the performance manager,  
13 the performance manager performing said routing the audio instructions to the ~~one~~  
14 ~~or more~~ audio rendition managers.

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16           8.    (original)    A method as recited in claim 1, further comprising  
17 providing a performance manager that performs said receiving the audio content,  
18 providing an audio content component for each source of audio content,  
19 processing the event instructions, and routing the audio instructions.  
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1           **9. (currently amended)**   A method as recited in claim 1, further  
2 comprising providing a performance manager that performs said receiving the  
3 audio content, providing an audio content component for each source of audio  
4 content, processing the event instructions, providing the ~~one or more~~ audio  
5 rendition managers, and routing the audio instructions.

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7           **10. (original)**   A method as recited in claim 1, wherein the audio  
8 content includes digital audio samples.

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10          **11. (original)**   A method as recited in claim 1, wherein the audio  
11 content includes MIDI data.

12  
13          **12. (original)**   A method as recited in claim 1, wherein each audio  
14 content component has one or more event instruction components that perform  
15 said generating the event instructions.

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17          **13. (original)**   A method as recited in claim 1, wherein each audio  
18 content component has one or more event instruction components that perform  
19 said generating the event instructions, each event instruction component  
20 corresponding to part of the received audio content.

1           **14. (currently amended)**     A method as recited in claim 1, further  
2 comprising each audio content component generating event instructions and  
3 routing the event instructions to the ~~one or more~~ audio rendition managers before  
4 said processing the event instructions.

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6           **15. (canceled)**

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8           **16. (currently amended)**     A method as recited in claim 1, wherein  
9 the ~~one or more~~ audio rendition managers receive audio instructions originating as  
10 event instructions from one or more of the audio content components.

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12           **17. (original)**     A method as recited in claim 1, wherein one audio  
13 rendition manager receives audio instructions originating as event instructions  
14 from one or more of the audio content components.

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16           **18. (original)**     A method as recited in claim 1, wherein said providing  
17 an audio rendition manager comprises providing a synthesizer component, the  
18 method further comprising processing the audio instructions with the synthesizer  
19 component to render the corresponding audio rendition.  
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1           19.   (original)   A method as recited in claim 1, wherein said providing  
2   an audio rendition manager comprises providing a synthesizer component and  
3   audio wave data consumers, the method further comprising processing the audio  
4   instructions with the synthesizer component to generate audio wave data, and  
5   routing the audio wave data to the audio wave data consumers.

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7           20.   (original)   A method as recited in claim 1, wherein said providing  
8   an audio rendition manager comprises:

9           providing a synthesizer component;

10          providing audio wave data consumers;

11          defining logical buses that each correspond to one of the audio wave data  
12   consumers;

13          the method further comprising:

14                  processing the audio instructions with the synthesizer component to  
15                  generate multiple streams of audio wave data;

16                  assigning each of the multiple streams of audio wave data to one or  
17                  more of the logical buses; and

18                  routing audio wave data streams assigned to a particular logical bus  
19                  to the audio wave data consumer corresponding to said particular logical  
20                  bus.

1           **21. (original)**   A method as recited in claim 1, wherein said providing  
2 an audio rendition manager comprises:

3           providing a synthesizer component having multiple channel groups, each  
4 channel group having a plurality of synthesizer channels to receive the audio  
5 instructions;

6           providing a mapping component having mapping channels corresponding  
7 to the plurality of synthesizer channels;

8           providing audio wave data consumers;

9           defining logical buses that each correspond to one of the audio wave data  
10 consumers;

11          the method further comprising:

12           assigning the mapping channels to receive the audio instructions;

13           routing the audio instructions to a particular synthesizer channel in  
14 accordance with the mapping channel assignments;

15           processing the audio instructions with the synthesizer component to  
16 generate multiple streams of audio wave data;

17           assigning each of the multiple streams of audio wave data to one or  
18 more of the logical buses; and

19           routing audio wave data streams assigned to a particular logical bus  
20 to the audio wave data consumer corresponding to said particular logical  
21 bus.

1           **22. (original)** One or more computer-readable media comprising  
2 computer-executable instructions that, when executed, direct a computing system  
3 to perform the method of claim 1.

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5           **23. (original)** One or more computer-readable media comprising  
6 computer-executable instructions that, when executed, direct a computing system  
7 to perform the method of claim 7.

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9           **24. (original)** One or more computer-readable media comprising  
10 computer-executable instructions that, when executed, direct a computing system  
11 to perform the method of claim 20.

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13           **25. (original)** One or more computer-readable media comprising  
14 computer-executable instructions that, when executed, direct a computing system  
15 to perform the method of claim 21.  
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1       26. (currently amended)       A method, comprising:  
2       providing a performance manager that performs acts comprising:  
3               receiving audio content from one or more sources;  
4               providing an audio content component for each source of audio  
5       content, each audio content component generating event instructions from  
6       the received audio content;  
7               processing the event instructions to produce audio instructions;  
8       providing ~~one or more~~ audio rendition managers, ~~each audio rendition~~  
9       ~~manager corresponding that each correspond~~ to an audio rendition, and each audio  
10      rendition manager performing acts comprising:  
11              providing a synthesizer component that receives the audio  
12      instructions and generates audio wave data;  
13              providing one or more audio wave data consumers that process the  
14      audio wave data; and  
15              routing the audio wave data to render the corresponding audio  
16      renditions.

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18      27. (original)   A method as recited in claim 26, wherein the  
19      performance manager is a component object having an interface that is callable by  
20      a software component.  
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1           **28. (original)** A method as recited in claim 26, wherein the  
2 performance manager is a component object, and wherein each audio content  
3 component is a component object having an interface that is callable by the  
4 performance manager, the performance manager directing said generating the  
5 event instructions.

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7           **29. (original)** A method as recited in claim 26, wherein each audio  
8 rendition manager is a component object having an interface that is callable by a  
9 software component.

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11           **30. (original)** A method as recited in claim 26, wherein the  
12 performance manager is a component object, and wherein each audio rendition  
13 manager is a programming object having an interface that is callable by the  
14 performance manager.

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16           **31. (currently amended)** A method as recited in claim 26, wherein  
17 the performance manager is a component object that performs said providing the  
18 ~~one or more~~ audio rendition managers, and wherein each audio rendition manager  
19 is a component object having an interface that is callable by the performance  
20 manager.

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22           **32. (original)** A method as recited in claim 26, wherein the audio  
23 content includes digital audio samples.  
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1           **33. (original)** A method as recited in claim 26, wherein the audio  
2 content includes MIDI data.

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4           **34. (original)** A method as recited in claim 26, wherein each audio  
5 content component has one or more event instruction components that perform  
6 said generating the event instructions.

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8           **35. (original)** A method as recited in claim 26, wherein each audio  
9 content component is a component object having an interface that is callable by  
10 the performance manager, and wherein each audio content component has one or  
11 more event instruction components that are component objects having an interface  
12 that is callable by the audio content component, the one or more event instruction  
13 components performing said generating the event instructions.

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15           **36. (currently amended)** A method as recited in claim 26, further  
16 comprising each audio content component generating event instructions, and  
17 routing the event instructions to the ~~one or more~~ audio rendition managers before  
18 said processing the event instructions.

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20           **37. (currently amended)** A method as recited in claim 26, further  
21 comprising a particular audio content component generating event instructions,  
22 said processing the event instructions to produce audio instructions, and routing  
23 the audio instructions resulting from the particular audio content component to the  
24 ~~one or more~~ audio rendition managers.

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2       **38. (currently amended)**     A method as recited in claim 26, wherein  
3 the ~~one or more~~ audio rendition managers receive audio instructions originating as  
4 event instructions from one or more of the audio content components.

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6       **39. (original)**     A method as recited in claim 26, wherein one audio  
7 rendition manager receives audio instructions originating as event instructions  
8 from one or more of the audio content components.

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10       **40. (original)**     A method as recited in claim 26, wherein the  
11 synthesizer component is a component object having an interface that is callable  
12 by a software component.

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14       **41. (original)**     A method as recited in claim 26, wherein each audio  
15 rendition manager is a component object, and wherein the synthesizer component  
16 is a component object having an interface that is callable by the audio rendition  
17 manager providing the synthesizer component.

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19       **42. (original)**     A method as recited in claim 26, wherein the one or  
20 more audio wave data consumers are audio buffers provided as component  
21 objects, each audio buffer having an interface that is callable by a software  
22 component.  
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1           **43. (original)** A method as recited in claim 26, wherein each audio  
2 rendition manager is a component object, and wherein the one or more audio wave  
3 data consumers are audio buffers provided as component objects, each audio  
4 buffer having an interface that is callable by the audio rendition manager  
5 providing the audio buffer.

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7           **44. (original)** A method as recited in claim 26, wherein each audio  
8 rendition manager performs acts further comprising:

9           defining logical buses that each correspond to one of the audio wave data  
10 consumers;

11           assigning the audio wave data to one or more of the logical buses; and

12           routing the audio wave data assigned to a particular logical bus to the audio  
13 wave data consumer corresponding to said particular logical bus.

1       **45. (original)** A method as recited in claim 26, wherein said  
2 providing a synthesizer component comprises providing the synthesizer  
3 component with multiple channel groups, each channel group having a plurality of  
4 synthesizer channels that receive the audio instructions, and wherein each audio  
5 rendition manager performs acts further comprising:

6           providing a mapping component having mapping channels corresponding  
7 to the plurality of synthesizer channels;

8           assigning the mapping channels to receive the audio instructions;

9           routing the audio instructions to the synthesizer channels in accordance  
10 with the mapping channel assignments;

11          defining logical buses that each correspond to one of the audio wave data  
12 consumers;

13          assigning the audio wave data to one or more of the logical buses; and

14          routing the audio wave data assigned to a particular logical bus to the audio  
15 wave data consumer corresponding to said particular logical bus.

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17       **46. (original)** One or more computer-readable media comprising  
18 computer-executable instructions that, when executed, direct a computing system  
19 to perform the method of claim 26.

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21       **47. (original)** One or more computer-readable media comprising  
22 computer-executable instructions that, when executed, direct a computing system  
23 to perform the method of claim 31.  
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1       **48. (original)** One or more computer-readable media comprising  
2 computer-executable instructions that, when executed, direct a computing system  
3 to perform the method of claim 45.

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5       **49. (currently amended)** An audio generation system, comprising:  
6 a performance manager having an audio content component that generates  
7 event instructions from audio content received from one or more sources, the  
8 performance manager configured to process the event instructions to produce  
9 audio instructions; and

10       ~~an audio rendition managers that each correspond~~ ~~manager that corresponds~~  
11 to an audio rendition, ~~the~~ an audio rendition manager configured to receive the  
12 audio instructions and process the audio instructions to render the corresponding  
13 audio rendition.

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15       **50. (original)** An audio generation system as recited in claim 49,  
16 further comprising a second audio rendition manager that corresponds to a second  
17 audio rendition, the second audio rendition manager configured to receive the  
18 audio instructions and process the audio instructions to render the corresponding  
19 second audio rendition.  
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1           **51. (original)** An audio generation system as recited in claim 49,  
2 further comprising a second audio rendition manager that corresponds to a second  
3 audio rendition, the second audio rendition manager configured to receive the  
4 audio instructions and process the audio instructions to render the corresponding  
5 second audio rendition, wherein the audio rendition and the second audio rendition  
6 are rendered together.

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8           **52. (original)** An audio generation system as recited in claim 49,  
9 wherein the performance manager is a component object having an interface that  
10 is callable by a software component.

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12           **53. (original)** An audio generation system as recited in claim 49,  
13 wherein the audio rendition manager is a component object having an interface  
14 that is callable by a software component.

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16           **54. (original)** An audio generation system as recited in claim 49,  
17 wherein the performance manager is a component object, and wherein the audio  
18 content component is a component object having an interface that is callable by  
19 the performance manager.  
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1       **55. (original)** An audio generation system as recited in claim 49,  
2 wherein the performance manager is a component object, and wherein the audio  
3 rendition manager is a component object provided by the performance manager,  
4 the audio rendition manager having an interface that is callable by the performance  
5 manager.

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7       **56. (original)** An audio generation system as recited in claim 49,  
8 wherein the audio rendition manager comprises a synthesizer component  
9 configured to process the audio instructions to generate audio wave data.

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11       **57. (original)** An audio generation system as recited in claim 49,  
12 wherein the audio rendition manager comprises a synthesizer component  
13 configured to process the audio instructions to generate audio wave data, and one  
14 or more audio wave data consumers configured to process the audio wave data.  
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1       **58. (original)** An audio generation system as recited in claim 49,  
2 wherein the audio rendition manager comprises:

3       a synthesizer component configured to processes the audio instructions to  
4 generate audio wave data;

5       one or more audio wave data consumers configured to process the audio  
6 wave data; and

7       a software component that defines logical buses corresponding respectively  
8 to the one or more audio wave data consumers, the software component  
9 configured to receive the audio wave data at the defined logical buses, and route  
10 audio wave data that is received at a particular logical bus to an audio wave data  
11 consumer corresponding to the particular logical bus.

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1       **59. (original)** An audio generation system as recited in claim 49,  
2 wherein the audio rendition manager comprises:

3       a synthesizer component having multiple channel groups, each channel  
4 group having a plurality of synthesizer channels configured to process the audio  
5 instructions to generate audio wave data;

6       a mapping component having mapping channels corresponding to the  
7 plurality of synthesizer channels, the mapping component configured to designate  
8 the synthesizer channels that receive the audio instructions via the respective  
9 mapping channels;

10       one or more audio wave data consumers configured to process the audio  
11 wave data; and

12       a software component that defines logical buses corresponding respectively  
13 to the one or more audio wave data consumers, the software component  
14 configured to receive the audio wave data at the defined logical buses, and route  
15 audio wave data that is received at a particular logical bus to the audio wave data  
16 consumer corresponding to the particular logical bus.

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1           **60. (original)**   An audio generation system as recited in claim 49,  
2 wherein the audio rendition manager is a component object configured to provided  
3 processing components to process the audio instructions, the audio rendition  
4 manager having processing components comprising:

5           a synthesizer component object having multiple channel groups, each  
6 channel group having a plurality of synthesizer channels configured to process the  
7 audio instructions to generate audio wave data;

8           a mapping component object having mapping channels corresponding to  
9 the plurality of synthesizer channels, the mapping component object configured to  
10 designate the synthesizer channels that receive the audio instructions via the  
11 respective mapping channels;

12           one or more audio buffer component objects configured to process the  
13 audio wave data; and

14           a multi-bus component object that defines logical buses corresponding  
15 respectively to the one or more audio buffer component objects, the multi-bus  
16 component object configured to receive the audio wave data at the defined logical  
17 buses, and route audio wave data that is received at a particular logical bus to the  
18 audio buffer component object corresponding to the particular logical bus.

1           **61. (currently amended)**       An audio rendition manager, comprising:  
2           a synthesizer component having ~~one or more~~ channel groups, ~~each channel~~  
3 ~~group having~~ that each have a plurality of synthesizer channels configured to  
4 receive audio instructions and produce one or more streams of audio wave data  
5 from the received audio instructions; and

6           a plurality of audio buffers that receive one or more of the streams of audio  
7 wave data.

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9           **62. (currently amended)**       An audio rendition manager as recited in  
10 claim 61, further comprising a second synthesizer component having ~~one or more~~  
11 ~~channel groups, each channel group having~~ that each have a plurality of  
12 synthesizer channels configured to receive the audio instructions and produce the  
13 one or more streams of audio wave data from the received audio instructions.

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15           **63. (original)**       An audio rendition manager as recited in claim 61,  
16 further comprising a mapping component configured to receive the audio  
17 instructions from one or more sources and route the audio instructions to the  
18 synthesizer channels in accordance with audio instruction channel designations.

1           **64. (currently amended)**       An audio rendition manager as recited in  
2 claim 61, further comprising:

3           a second synthesizer component having ~~one or more~~ channel groups, ~~each~~  
4 ~~channel group having~~ that each have a plurality of synthesizer channels configured  
5 to receive the audio instructions and produce the one or more streams of audio  
6 wave data from the received audio instructions; and

7           a mapping component configured to receive the audio instructions from one  
8 or more sources and route the audio instructions to the synthesizer channels in the  
9 synthesizer component and in the second synthesizer component.

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11           **65. (original)**       An audio rendition manager as recited in claim 61,  
12 further comprising a mapping component having mapping channels corresponding  
13 to the plurality of synthesizer channels, the mapping component configured to  
14 receive the audio instructions from one or more sources, designate the synthesizer  
15 channels that receive the audio instructions via the respective mapping channels,  
16 and route the audio instructions to the synthesizer channels.

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18           **66. (original)**       An audio rendition manager as recited in claim 61,  
19 further comprising a multi-bus component that defines logical buses  
20 corresponding respectively to the plurality of audio buffers, the multi-bus  
21 component configured to receive the one or more streams of audio wave data at  
22 the defined logical buses and route one or more of the streams of audio wave data  
23 received at a particular logical bus to the audio buffer corresponding to the  
24 particular logical bus.

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2       **67. (original)** An audio rendition manager as recited in claim 61,  
3 further comprising:

4       a mapping component having mapping channels corresponding to the  
5 plurality of synthesizer channels, the mapping component configured to receive  
6 the audio instructions from one or more sources, designate the synthesizer  
7 channels that receive the audio instructions via the respective mapping channels,  
8 and route the audio instructions to the synthesizer channels; and

9       a multi-bus component that defines logical buses corresponding  
10 respectively to the plurality of audio buffers, the multi-bus component configured  
11 to receive the one or more streams of audio wave data at the defined logical buses  
12 and route one or more of the streams of audio wave data received at a particular  
13 logical bus to the audio buffer corresponding to the particular logical bus.

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15       **68. (original)** An audio rendition manager as recited in claim 61,  
16 further comprising a performance manager that receives audio content from one or  
17 more sources, the performance manager configured to instantiate an audio content  
18 component for each source of audio content, each audio content component  
19 generating event instructions from the received audio content, and wherein the  
20 performance manager is configured process the event instructions to produce the  
21 audio instructions.

1           69. (currently amended)   An audio rendition manager as recited in  
2 claim 61, further comprising:

3           a performance manager that receives audio content from one or more  
4 sources, the performance manager configured to instantiate an audio content  
5 component for each source of audio content, each audio content component  
6 generating event instructions from the received audio content, and wherein the  
7 performance manager is configured to process the event instructions to produce  
8 the audio instructions; and

9           a mapping component having mapping channels corresponding to the  
10 plurality of synthesizer channels, the mapping component configured to receive  
11 the audio instructions from the performance manager, designate the synthesizer  
12 channels that receive the audio instructions via the respective mapping channels,  
13 and route the audio instructions to the synthesizer channels.  
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